AMENDMENTS TO THE CLAIMS:

This listing of claims will replace all prior versions, and listings, of claims in the application:

1. (Currently Amended) A game system constructed of a plurality of mobile game apparatuses that exchanges game data between the respective game apparatuses, with each game apparatus comprising:

at least one game data ~~storer~~ storage location for storing game data;

~~a~~ providing game data ~~designator~~ designating programmed logic circuitry for designating providing game data that is allowed to be provided to another game apparatus out of the game data stored in said at least one game data ~~storer~~ storage location;

~~an~~ exchange condition ~~setter~~ setting programmed logic circuitry for setting exchange condition data indicative of an exchange condition that is a condition of game data desired to be provided from another game apparatus in exchange for a provision of said providing game data to said another game apparatus;

a communicator for performing short-distance radio communication with a game apparatus;

an exchange desire transmitter for broadcasting by use of said communicator exchange desired data to other game apparatus(es) without specifying a destination address;

an exchange desire receiver for receiving by use of said communicator said exchange desired data from another game apparatus; and

a game data exchanger programmed logic circuitry for exchanging the game data with a specific game apparatus by use of said communicator, wherein

a first game apparatus out of said plurality of game apparatuses transmits said exchange desired data by use of said exchange desire transmitter, and a second game apparatus out of said plurality of game apparatuses receives said exchange desired data,

said game data exchanger of said first game apparatus and said game data exchanger of said second game apparatus determine, by communicating at least one attribute relating to the providing game data and the exchange condition data by use of said communicator, whether or not the providing game data of said first game apparatus satisfies the exchange condition of said second game apparatus, and whether or not the providing game data of said second game apparatus satisfies the exchange condition of said first game apparatus, and exchange, in a case both of the exchange conditions are satisfied, the providing game data of said first game apparatus for the providing game data of said second game apparatus.

2. (Currently Amended) A game system constructed of a plurality of mobile game apparatuses that exchanges game data between the respective game apparatuses, with

each game apparatus comprising:

at least one game data storerage location for storing game data;

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a providing game data designating~~er~~ programmed logic circuitry for designating providing game data that is allowed to be provided to another game apparatus out of the game data stored in said at least one game data storage~~er~~ location;

~~an~~ exchange condition setting~~er~~ programmed logic circuitry for setting exchange condition data indicative of an exchange condition that is a condition of game data desired to be provided from another game apparatus in exchange for a provision of said providing game data to said another game apparatus;

a communicator for performing short-distance radio communication with another game apparatus;

~~a~~ connection establishing~~er~~ programmed logic circuitry for performing by use of said communicator a process to establish a connection by a radio communication with a specific game apparatus; and

~~a~~ game data exchange~~r~~ programmed logic circuitry for exchanging the game data with said specific game apparatus by use of said communicator, wherein

in a first game apparatus and a second game apparatus out of said plurality of game apparatuses, said connection establishing programmed logic circuitry~~er~~ of one game apparatus executes a first connection establishing process by broadcasting connection requiring data for establishing a connected state with other game apparatus which has received said connection requiring data, and said connection establishing~~er~~ programmed logic circuitry of said another game apparatus executes a second connection establishing process by receiving said connection requiring data for establishing the

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connected state with said one game apparatus which has broadcasted said connection

requiring data, and

said game data exchanger programmed logic circuitry of said first game

apparatus and said game data exchanger programmed logic circuitry of said second game

apparatus determine, by communicating at least one attribute relating to the providing

game data and the exchange condition data by use of said communicator, whether or not

the providing game data of said first game apparatus satisfies the exchange condition of

said second game apparatus, and whether or not the providing game data of said second

game apparatus satisfies the exchange condition of said first game apparatus, and

exchange, in a case both of the exchange conditions are satisfied, the providing game data

of said first game apparatus for the providing game data of said second game apparatus

by communicating between said first game apparatus and said second game apparatus by

use of said communicator.

3. (Currently Amended) The game system according to claim 1, with said

game apparatus further comprising:

at least one game program storageer location for storing a game program;

a game program processesor executer for generating game data by

executing said game program; and

a game data storing process for storing said game data generated by said

game program executer processor in said game data storer.

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4. (Previously Presented) The game system according to claim 1, wherein the exchange condition data includes data for designating a kind of the game data desired to be provided.

5. (Previously Presented) The game system according to claim 4, wherein the exchange condition data further includes an attribute value of the game data desired to be provided.

6. (Previously Presented) The game system according to claim 1, wherein said exchange desire transmitter continuously broadcasts said exchange desired data.

7. (Currently Amended) The game system according to claim 1, wherein said providing game data designating~~or~~ programmed logic circuitry designates said providing game data according to an instruction from a player.

8. (Currently Amended) The game system according to claim 7, wherein said providing game data designating~~or~~ programmed logic circuitry is validated when a progress of a virtual game executed by said game apparatus satisfies a predetermined condition.

9. (Currently Amended) The game system according to claim 1, wherein said exchange condition setting~~or~~ programmed logic circuitry sets the exchange condition according to an instruction from a player.

10. (Currently Amended) The game system according to claim 9, wherein said exchange condition setting~~or~~ programmed logic circuitry is validated when a

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progress of a virtual game executed by said game apparatus satisfies a predetermined condition.

11. (Currently Amended) The game system according to claim 1, wherein said providing game data designating~~or~~ programmed logic circuitry automatically designates, when a progress of a virtual game executed by said game apparatus satisfies a predetermined condition, the providing game data according to said predetermined condition.

12. (Currently Amended) The game system according to claim 1, wherein said exchange condition setting~~er~~ programmed logic circuitry automatically sets, when a progress of a virtual game executed by said game apparatus satisfies a predetermined condition, the exchange condition according to said predetermined condition.

13. (Currently Amended) The game system according to claim 1, wherein said game data exchange~~r~~ programmed logic circuitry includes an inquirer for inquiring of a player whether or not to perform an exchange when it is determined that both of the exchange conditions are satisfied.

14. (Currently Amended) The game system according to claim 2, with said game apparatus further comprising:

at least one game program stor~~ager~~age location for storing a game program; and

a game program ~~executer~~ processor for executing said game program, wherein

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when said game program is executed by said game program

~~executer~~processor, said game apparatus is connected to another game apparatus by said

connection establisher and executes the exchange processing of the game data with said

another game apparatus that satisfies both of the exchange conditions by said game data

~~exchanger~~ programmed logic circuitry.

15. (Currently Amended) The game system according to claim 14,

wherein when a progress of a virtual game by said game program ~~executer~~ processor

satisfies a predetermined condition, said game apparatus is connected to another game

apparatus by said connection establish~~ing programmed logic circuitry~~~~er~~ and executes the

exchange processing of the game data with said another game apparatus that satisfies

both of the exchange conditions by said game data ~~exchanger~~ programmed logic

circuitry.

16. (Currently Amended) The game system according to claim 1, wherein

said exchange desire transmitter broadcasts at least one of the attribute information

relating to the designated providing game data ~~of its own~~ and the exchange condition

data.

17. (Currently Amended) The game system according to claim 1, wherein

said providing game data designat~~ing~~~~or~~ programmed logic circuitry is able to designate a

plurality of providing game data,

said exchange condition setting~~er~~ programmed logic circuitry sets the

exchange condition data in such a manner as to correspond to each of the providing game

data,

said game data exchange~~r~~ programmed logic circuitry of said first game

apparatus and said game data exchange~~r~~ programmed logic circuitry of said second game

apparatus exchange, when with respect to combinations of providing game data of said

first game apparatus and said second game apparatus respectively, it is determined that

first providing game data that is one of said providing game data of said first game

apparatus satisfies the exchange condition brought into correspondence with second

providing game data that is one of said providing game data of said second game

apparatus, and it is determined that said second providing game data satisfies the

exchange condition brought into correspondence with said first providing game data, said

first providing game data ~~being~~ satisfying the exchange condition for said second

providing game data.

18. (Currently Amended) The game system according to claim 1, further

comprising:

a select~~e~~or for selecting at least one of the game data stored in said at least

one game data storage~~er~~ location;

at least one game program storage~~r~~ location for storing a game program;

and

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a game program executer processor for executing said game program by

causing the game data selected by said selectoer to appear in a virtual game world,

wherein

said game data exchanger programmed logic circuitry does not performs

neither a determination as to whether or not the exchange condition is satisfied and nor an

exchange of said providing game data with respect to said game data selected by said

selectoer out of said providing game data designated by said providing game data

designatinger programmed logic circuitry.

19. (Currently Amended) The game system according to claim 13, further

comprising:

an identifying information exchanger programmed logic circuitry for

exchanging identifying information of game apparatuses with said specific game

apparatus; and

presentation programmed logic circuitrya presenter for presenting to the

player said identifying information of said specific game apparatus that satisfies both of

the exchange conditions when said inquirer inquires of the player whether or not to

exchange.

20. (Currently Amended) The game system according to claim 1, with

said game apparatus, further comprising:

a display; and

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an electric power control for controlling a power supply to said display,

wherein said exchange desire transmitter, said exchange desire receiver, and said game

data exchanger programmed logic circuitry execute their processes while the power

supply to said display is suspended by said electric power control, said electric power

control performs the power supply to said display at a timing relating to a process of said

game data exchangeer programmed logic circuitry, and said display displays information

relating to the exchange.

21. (Currently Amended) The game system according to claim 1, with

said game apparatus, further comprising:

an attachment for attaching a medium in which a game program, game

identifying information that is identifying information of said game program, and said

game data are stored;

a reader for reading, when said medium is attached to said attachment, said

game program, said game identifying information, and said game data from said medium;

and

a game identifying information exchanger programmed logic circuitry for

exchanging said game identifying information read by said reader with said specific game

apparatus, wherein said game data exchanger programmed logic circuitry exchanges said

providing game data with said game data exchanger of said specific game apparatus

when a coincidence of the game identifying information is indicated.

22. (Currently Amended) A game apparatus, comprising:

at least one -game data storageer location for storing game data;

a-providing game data designatinger programmed logic circuitry for designating providing game data being game data that is allowed to be provided to another game apparatus out of the game data stored in said at least one game data storageer location;

an-exchange condition setting programmed logic circuitryer for setting exchange condition data indicative of an exchange condition that is a condition of game data desired to be provided from said another game apparatus in exchange for a provision of said providing game data to said another game apparatus;

a communicator for performing short-distance radio communication with another game apparatus;

an exchange desire transmitter for broadcasting by use of said communicator exchange desired data to other game apparatus(es) without specifying a destination address;

an exchange desire receiver for receiving by use of said communicator said exchange desired data from another game apparatus; and

a-game data exchanger programmed logic circuitry for exchanging the game data with a specific game apparatus by use of said communicator, wherein

said game data exchange programmed logic circuitryr determines, by communicating with said specific game apparatus at least one of attribute information relating to the providing game data and the exchange condition data by use of said

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communicator, in association with said game data exchanger programmed logic circuitry of said specific game apparatus whether or not its said designatedown providing game data satisfies the exchange condition of said specific game apparatus, and whether or not the providing game data of said specific game apparatus satisfies its said set exchange condition, and exchanges, if it is determined both of the exchange conditions are satisfied, its the designatedown providing game data for the providing game data of said specific game apparatus by communicating with said specific game apparatus by use of said communicator.

23. (Previously Presented) The game apparatus according to claim 22, further comprising:

a switch for alternately executing a process of said exchange desire transmitter and a process of said exchange desire receiver.

24. (Currently Amended) The game apparatus according to claim 23, wherein

said switch alternately repeats a first period for broadcasting said exchange desired data by the process of said exchange desire transmitter and a second period for attempting to receive said exchange desired data by the process of said exchange desire receiver, further comprising

a period's length setter setting programmed logic circuitry for variably setting a length of at least one of said first period and said second period.

25. (Currently Amended) The game apparatus according to claim 23,

wherein

said switch alternately repeats a first period for broadcasting said exchange

desired data by the process of said exchange desire transmitter and a second period for

attempting to receive said exchange desired data by the process of said exchange desire

receiver, further comprising

a period's starting point setter setting programmed logic circuitry for

variably setting a starting point of at least one of said first period and said second period.

26. (Currently Amended) A game apparatus, comprising:

at least one game data storer storage location for storing game data;

a providing game data designator designating programmed logic circuitry

for designating providing game data that is allowed to be provided to another game

apparatus out of the game data stored in said at least one game data storerstorage

location;

an exchange condition setter setting programmed logic circuitry for setting

exchange condition data indicative of an exchange condition that is a condition of game

data desired to be provided from said another game apparatus in exchange for a provision

of said providing game data to said another game apparatus;

a communicator for performing short-distance radio communication with

another game apparatus;

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a connection ~~establisher~~ establishing programmed logic circuitry for

performing ~~by use of said communicator~~ a process to establish a connection with a

specific game apparatus by a radio communication by use of said communicator; and

~~a~~ game data ~~exchanger~~ programmed logic circuitry for exchanging the

providing game data for game data of said specific game apparatus that satisfies the

exchange condition by use of said communicator, wherein:

said connection ~~establisher~~ establishing programmed logic circuitry

executes a first connection establishing process by broadcasting connection requiring data

for establishing a connected state with another game apparatus which has received said

connection requiring data, or executes a second connection establishing process by

receiving said connection requiring data that is transmitted from another game apparatus

for establishing the connected state with said another game apparatus which has

broadcasted said connection requiring data, and

said game data ~~exchanger~~ exchange programmed logic circuitry determines~~,~~

~~by communicating with another game apparatus~~ at least one attribute relating to the

providing game data and the exchange condition data by communicating with another

game apparatus by use of said communicator, in association with said game data

exchanger programmed logic circuitry of said another game apparatus, whether or not the

designated providing game data ~~of its own~~ satisfies the exchange condition of said

another game apparatus, and whether or not the providing game data of said another

game apparatus satisfies the set exchange condition ~~of its own~~, and exchanges, in a case

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that it is determined both of the exchange conditions are satisfied, the <u>designated</u>

providing game data of its own for the providing game data of said <u>an</u>other game

apparatus by communicating with said <u>an</u>other game apparatus by use of said

communicator.

27. (Previously Presented) The game apparatus according to claim 26,

further comprising

a switch that executes a first connection establishing process and executes a

second connection establishing process for alternately executing said first connection

establishing process and said second connection establishing process.

28. (Currently Amended) The game apparatus according to claim 27,

wherein

said switch alternately repeats a first period for broadcasting said

connection requiring data by said first connection establishing process and a second

period for attempting to receive said connection requiring data by said second connection

establishing process, further comprising

a period's length setter <u>setting programmed logic circuitry</u> for variably

setting a length of at least one of said first period and said second period.

29. (Currently Amended) The game apparatus according to claim 27,

wherein

said switch alternately repeats a first period for broadcasting said

connection requiring data by said first connection establishing process and a second

period for attempting to receive said connection requiring data by said second connection

establishing process, further comprising

a-period's starting point setter-setting programmed logic circuitry for

variably setting a starting point of at least one of said first period and said second period.

30. (Currently Amended) A storage medium storing a game program

executed by each game apparatus in a game system that is provided with a plurality of

mobile game apparatuses and exchanges the game data between the respective game

apparatuses, with said game apparatus, comprising:

a processor;

at least one game data storer-storage location for storing game data; and

a communicator for performing short-distance radio communication with

another game apparatus;

wherein said game program makes said processor of said game apparatus

execute the following steps of:

a-providing game data designating step for-designating providing game data

that is allowed to be provided to another game apparatus out of the game data stored in

said at least one game data storerstorage location;

an exchange condition setting step for-setting exchange condition data

indicative of an exchange condition that is a condition of game data desired to be

provided from another game apparatus in exchange for a provision of said providing

game data to said another game apparatus;

~~an exchange desire transmitting step for~~ broadcasting ~~by use of said communicator~~ exchange desired data to other game apparatus(es) without specifying a destination address by use of said communicator;

~~an exchange desire receiving step for~~ receiving ~~by use of said communicator~~ said exchange desired data that is transmitted from another game apparatus by use of said communicator; and

~~a game data exchange step for~~ determining, ~~by communicating with said specific game apparatus~~ at least one attribute relating to the providing game data and the exchange condition data by communicating with said specific game apparatus by use of said communicator, in association with said ~~other~~ another game apparatus, whether or not the designated providing game data ~~of its own~~ satisfies the exchange condition of said specific game apparatus, and whether or not the providing game data of said specific game apparatus satisfies the set exchange condition ~~of its own~~, and exchanges, if it is determined both of the exchange conditions are satisfied, the designated providing game data ~~of its own~~ for the providing game data of said specific game apparatus by communicating with said specific game apparatus by use of said communicator.

31. (Currently Amended) A storage medium storing a game program executed by each game apparatus in a game system that is provided with a plurality of mobile game apparatuses and exchanges the game data between the respective game apparatuses, with

said game apparatus, comprising:

a processor;

at least one game data storer storage location for storing game data; and

a communicator for performing short-distance radio communication with another game apparatus;

when said game program makes said processor of said game apparatus execute the following steps of:

a providing game data designating step for designating providing game data that is allowed to be provided to another game apparatus out of the game data stored in said at least one game data storerstorage location;

an exchange condition setting step for setting exchange condition data indicative of an exchange condition that is a condition of game data desired to be provided from another game apparatus in exchange for a provision of said providing game data to said another game apparatus;

a connection establishing step for executing a first connection establishing process by broadcasting connection requiring data for establishing a connected state with another game apparatus which has received said connection requiring data, or executes a second connection establishing process by receiving said connection requiring data that is transmitted from another game apparatus for establishing the connected state with said otheranother game apparatus which has broadcasted said connection requiring data; and

a game data exchange step for determining, by communicating with said otheranother game apparatus, at least one attribute relating to the providing game data

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and the exchange condition data by use of said communicator, in association with said
~~other~~another game apparatus whether or not the designated providing game data ~~of its~~
~~own~~ satisfies the exchange condition of said ~~other~~another game apparatus, and whether or
not the providing game data of said ~~other~~another game apparatus satisfies the set
exchange condition ~~of its own~~, and exchanges, in a case that it is determined both of the
exchange conditions are satisfied, the designated providing game data ~~of its own~~ for the
providing game data of said ~~other~~another game apparatus by communicating with said
~~other~~another game apparatus by use of said communicator.

      32. (Currently Amended) A game data exchange method in a game system
constructed of a plurality of mobile game apparatuses that exchanges the game data
between the respective game apparatuses, with

      each game apparatus, comprising:

      at least one game data ~~storer~~storage location for storing game data;

      ~~a~~providing game data ~~designator~~designating programmed logic circuitry
for designating providing game data that is allowed to be provided to another game
apparatus out of the game data stored in said at least one game data ~~storer~~storage
location;

      ~~an~~exchange condition ~~setter~~setting programmed logic circuitry for setting
exchange condition data indicative of an exchange condition that is a condition of game
data desired to be provided from another game apparatus in exchange for a provision of
said providing game data to said another game apparatus;

a communicator for performing short-distance radio communication with

another game apparatus;

an exchange desire transmitter for broadcasting by use of said

communicator exchange desired data to other game apparatus(es) without specifying a

destination address;

an exchange desire receiver for receiving by use of said communicator said

exchange desired data from another game apparatus; and

a game data exchanger exchange programmed logic circuitry for

exchanging the game data with a specific game apparatus by use of said communicator,

wherein

(a) a first game apparatus out of said plurality of game apparatuses

transmits said exchange desired data by use of said exchange desire transmitter, and a

second apparatus out of the plurality of game apparatuses receives said exchange desired

data, and

(b) said game data exchange of said first game apparatus and said game

data exchanger of said second game apparatus determine, by communicating at least one

attribute relating to the providing game data and the exchange condition data by use of

said communicator, whether or not the providing game data of said first game apparatus

satisfies the exchange condition of said second game apparatus, and whether or not the

providing game data of said second game apparatus satisfies the exchange condition of

said first game apparatus, and exchange, in a case if both of the exchange conditions are

satisfied, the providing game data of said first game apparatus for the providing game data of said second game apparatus.

33. (Currently Amended) A game method of a game system which is constructed of a plurality of mobile game apparatuses and exchanges game data between the respective game apparatuses, with each game apparatus, comprising:

at least one game data ~~storer~~ storage location for storing game data;

a providing game data designator for designating providing game data that is allowed to be provided to another game apparatus out of the game data stored in said at least one game data ~~storer~~ storage location;

~~an~~ exchange condition ~~setter~~ setting programmed logic circuitry for setting exchange condition data indicative of an exchange condition that is a condition of game data desired to be provided from said ~~other~~ another game apparatus in exchange for a provision of said providing game data to another game apparatus;

a communicator for performing short-distance radio communication with another game apparatus;

~~a~~ connection ~~establisher~~ establishing programmed logic circuitry for performing by use of said communicator a process to establish a connection with a specific game apparatus by a radio communication; and

~~a~~ game data ~~exchanger~~ exchange programmed logic circuitry for exchanging the game data with said specific game apparatus by use of said communicator, wherein

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(a) in a first game apparatus and a second game apparatus out of the plurality of game apparatuses, said connection establisher of one game apparatus executes a first connection establishing process by broadcasting connection requiring data for establishing a connected state with other game apparatus which has received said connection requiring data, and said connection establisher of said ~~other~~another game apparatus executes a second connection establishing process by receiving said connection requiring data for establishing the connected state with said one game apparatus which has broadcasted said connection requiring data, and

(b) said game data ~~exchanger~~ programmed logic circuitry of said first game apparatus and said game data ~~exchanger~~exchange programmed logic circuitry of said second game apparatus determine, by communicating at least one attribute relating to the providing game data and the exchange condition data by use of said communicator, whether or not the providing game data of said first game apparatus satisfies the exchange condition of said second game apparatus, and whether or not the providing game data of said second game apparatus satisfies the exchange condition of said first game apparatus, and exchange, in a case both of the exchange conditions are satisfied, the providing game data of said first game apparatus for the providing game data of said second game apparatus by communicating between said first game apparatus and said second game apparatus by use of said communicator.